

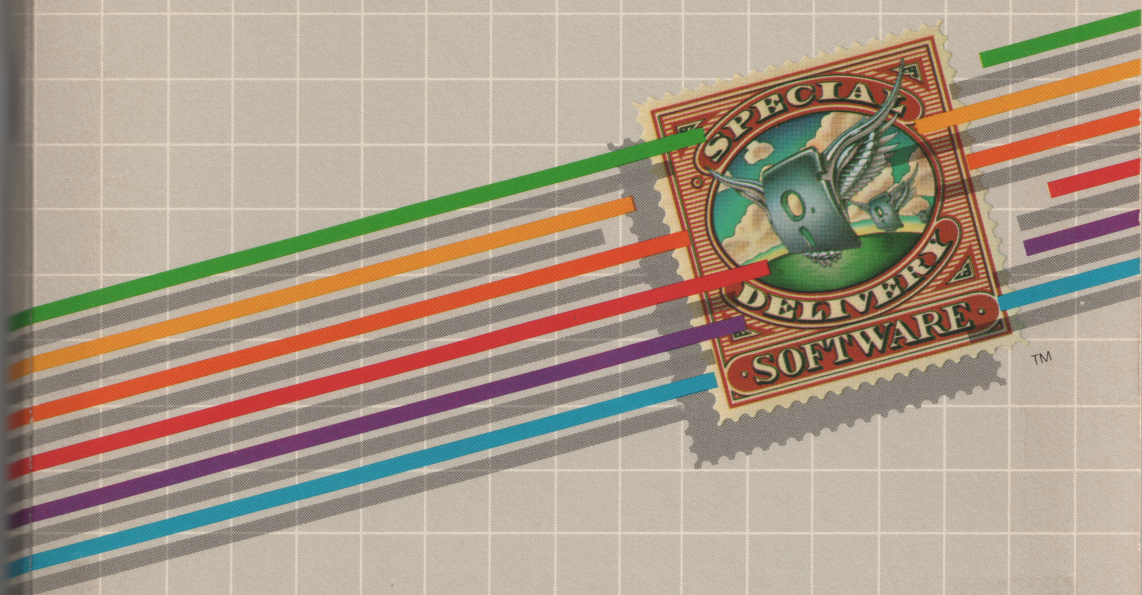
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MOPTOWN

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Graphics Artist: Corinne Grimm, age 11
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OVERVIEW

MOPTOWN RUNS ON:

- an Apple II Plus with 48K bytes RAM
- an Apple II with 48K bytes RAM and an Applesoft Basic Firmware Card
- an Apple II with the Apple Language System or RAMcard

WITH:

- an Apple Disk II with Controller
- A color video monitor or color television*

USED FOR:

- People ages 4 to adult
- Learning logic concepts
- Learning language concepts

FEATURES:

- Eleven attribute games ... easy to hard
- Cast of 16 characters
- High and low resolution graphics
- 'How to play' enactments
- Player choice of challenge level
- Graphic and musical feedback

DESCRIPTION:

Sixteen moppets, all different, are featured in the Moptown games.

The figures in the first eight games are in low resolution graphics; those in the last three games are in high resolution graphics.

Moppets are:

	TALL or SHORT
	FAT or THIN
wear	RED or BLUE
are types	BIBBIT or GRIBBIT

Who's different? How many ways?

Make a twin. Arrange a parade.

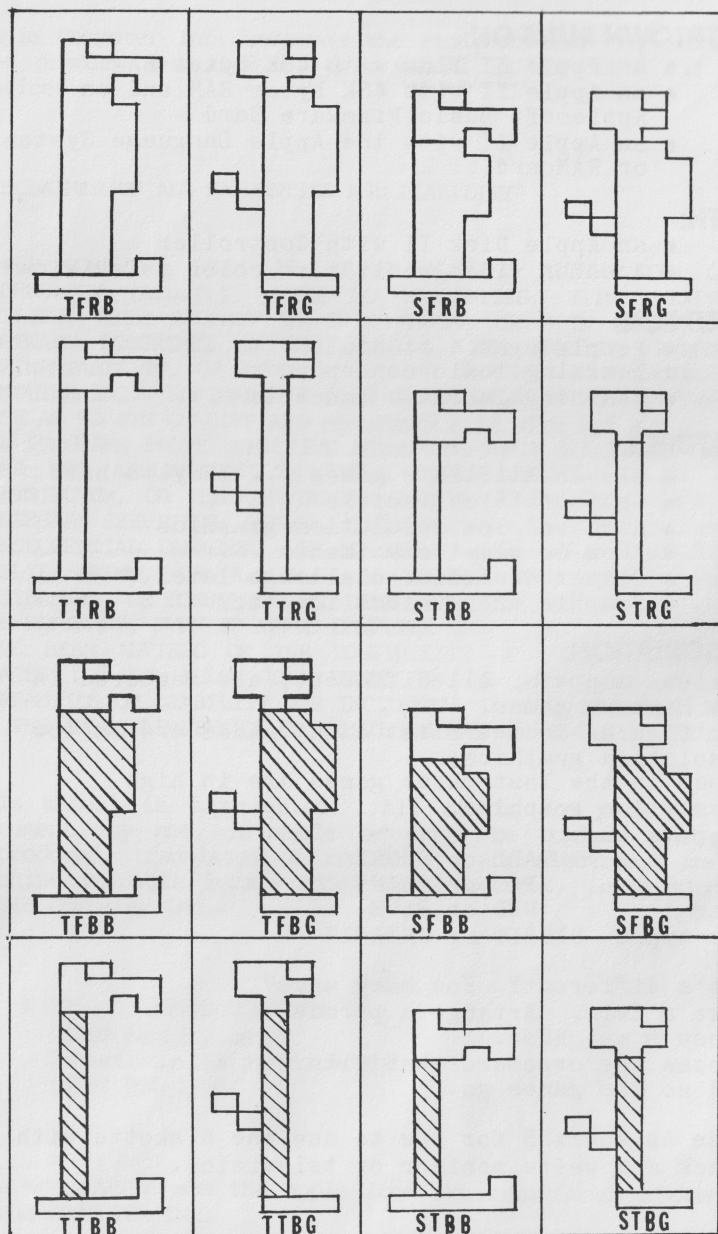
Guess a neighbor.

Choose the creature that fits the rule.

And so the games go.

*See Appendix B for how to use the diskette with a black and white monitor or television.

MOPPET PORTRAITS



WELCOME TO MOPTOWN!

Moptown is a small, remote village located in a valley near the Lapadane Mountains. The inhabitants of Moptown are friendly, but shy, creatures called Moppets.

There are only sixteen moppets that live in the town, but their cousins sometimes come to visit and join in the parades and games that occur on a regular basis.

The pictures on the opposite page show what moppets look like. As you can see, some are tall and some are short; some are fat and some are thin.

Moppets wear clothes of blue or red cloth. (This is because sheep around Moptown have either blue or red wool).

The moppets with the big noses and big feet are called Bibbits (B for Big feet and Big nose), and the moppets with tails are called Gribbits.

Moppets get along with each other very well because they all follow the rules that govern Moptown. There are rules for just about everything that happens in Moptown - what house a moppet can live in, who can join a club; even who can be next to another moppet in a parade. But the moppets don't mind the rules because they have turned all the rules into fun and interesting games. Welcome to Moptown! Come join the games!

ACKNOWLEDGEMENTS

I am grateful to many people for their aid in the development of this diskette. The inspiration for the programs came from Pat Neu, a teacher of learning-disabled/communication handicapped children in the Whisman School District, Mt. View, Cal. I am also grateful to Pat's summer class, who tried out some of the programs and were delighted with them!

My family has been very supportive throughout this long endeavor, and I thank them for their patience and understanding. Special thanks go to my daughter Cindy, for 'crash-testing' the diskette mercilessly, and to Corinne, for doing the full page color graphics.

I am grateful to my co-workers at A. L. T. for their invaluable critique and moral support. My special thanks to Teri, for the long hours on this manual, and the wonderful attention to detail in the graphics and layout.

Many educators also provided encouragement and support - Bobby Goodson, Ann Lathrop, Karolyn Sewell, and the staff at Monta Loma School, to name a few.

Ledi Grinn

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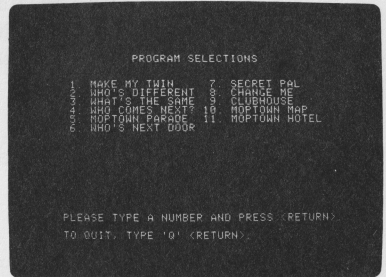
GETTING STARTED

Insert the Moptown diskette into the disk drive and turn on the computer, or type PR #6 if computer is on.
(See DOS Manual pages 6 and 11 for help.)

When the program is loaded into the computer the WELCOME sign will appear on the screen.



A few seconds later the MENU will appear. Listed are the eleven games on the diskette.



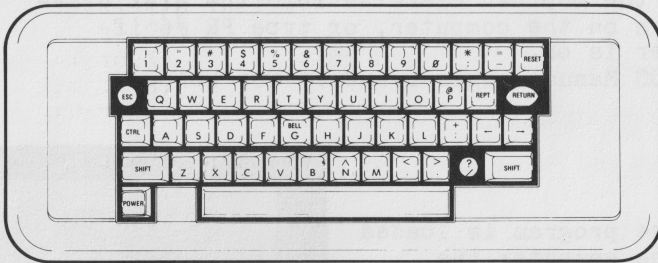
The games are arranged sequentially, in order of difficulty:

- #1 'MAKE MY TWIN' is one of the easiest.
- #11 'MOPTOWN HOTEL' is one of the hardest.

TO USE THE MENU

- Type a number to select a game; then press <RETURN>.
- Type Q to quit; then press <RETURN>.
(You will be prompted to insert DOS 3.3 System Master diskette, then press <RETURN>; when you do this, you can use your Apple II for other programs. If you do not insert a DOS 3.3 System Master Diskette, the program will return you to the menu.)

SPECIAL KEYS FOR GAMES

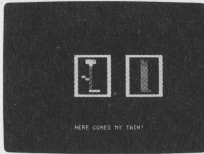


<ESC>to stop a game before it ends.
The program will respond "Do you want to quit? (Y or N)."
Type Y for YES or N for NO.
If Y, you will be returned to the menu, from which you can quit (Q) or select another game.
Typing N will return you to your game.

? (shift /) ...returns you to the instructions.

<RETURN>only press <RETURN> when asked.

1. MAKE MY TWIN



Moppets have four attributes;
TALL OR SHORT (T or S)
FAT OR THIN (F or T)
RED OR BLUE (R or B)
BIBBIT OR GRIBBIT (B or G)

To make a twin, you must tell whether it should be TALL or SHORT, FAT or THIN, RED or BLUE, BIBBIT or GRIBBIT.

(You need only type the first letter of the attribute. The computer will finish it.)

The computer will draw the Moppet you describe. You will see if it is a twin!

EXAMPLE:

Computer shows a TALL, THIN, BLUE BIBBIT

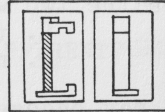
COMPUTER ASKS

YOU TYPE

YOU SEE

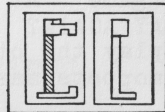
TALL OR SHORT?
(T or S)

T for TALL



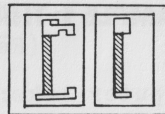
FAT OR THIN?
(F OR T)

T for THIN



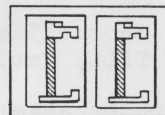
RED OR BLUE?
(R OR B)

B for BLUE



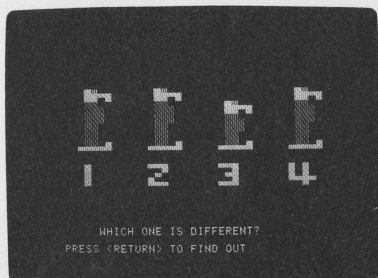
BIBBIT or GRIBBIT
(B OR G)

B for BIBBIT



You've got it!
See the flashing frame?

2. WHO'S DIFFERENT?



You will see four moppets. Choose the one that is different from all the rest and type the number below it.

After you choose who is different you will need to say what trait is different about the moppet you chose.

The traits to choose from are:

- A. HEIGHT (TALL or SHORT)
- B. GIRTH (FAT or THIN)
- C. COLOR (RED or BLUE)
- D. TYPE (BIBBIT or GRIBBIT)

Note the two ways to play:

- 1. three moppets the same
- 2. no moppets the same.

You may choose which way to play at the start of the game. At the end of the game, saying "N" to "PLAY AGAIN? (Y OR N)" gives you the option to play the other version of the game ...
no moppets same / three moppets same.

EXAMPLE 1: THREE MOPPETS THE SAME

(Refer to the picture above)

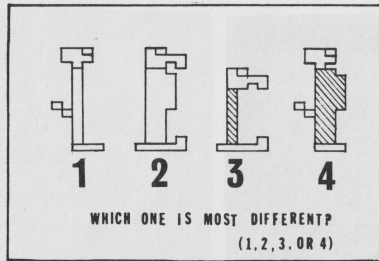
Computer asks: WHICH ONE IS DIFFERENT?
(1, 2, 3, OR 4)?

You choose 3 as different since 1, 2, and 4 are all TALL, fat, red bibbits.

Computer asks: WHICH TRAIT IS DIFFERENT?
(A, B, C, OR D)?

You choose A for HEIGHT, since 3 is a SHORT, fat, red bibbit.

EXAMPLE 2: NO MOPPETS THE SAME



DESCRIPTION:

two are THIN (1 and 3) and
two are FAT (2 and 4)

two are BLUE (3 and 4) and
two are RED (1 and 2)

two are GRIBBITS (1 and 4) and
two are BIBBITS (2 and 3)

Three are TALL (1, 2, and 4) and
ONLY ONE (3) is SHORT.

Computer asks: WHICH ONE IS MOST DIFFERENT?
(1, 2, 3 OR 4)?

You choose 3 as different.
It is shorter than all the others.

Computer asks: WHICH TRAIT IS DIFFERENT?
(A, B, C OR D)?

You choose A for HEIGHT (TALL/SHORT).

YOU'VE GOT IT!

3. WHAT'S THE SAME?



Four Moppets live in the house you see. There is at least one thing that is the same about all of the Moppets.

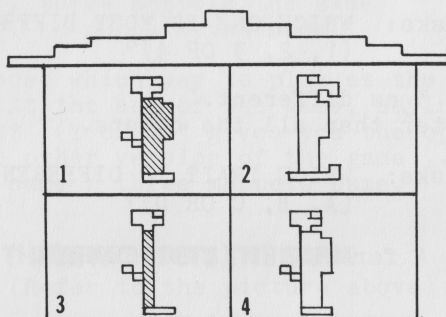
Here is a list of the things (TRAITS) they could all have.

- | | | | |
|---------|----------|-----------|------------|
| 1. TALL | 2. SHORT | 3. FAT | 4. THIN |
| 5. RED | 6. BLUE | 7. BIBBIT | 8. GRIBBIT |

When you see the Moppets, type the number of the trait that all of them have.

(If they all have more than one trait the same, pick any one trait.)

EXAMPLE:



FIRST:	TALL	FAT	BLUE	GRIBBIT
SECOND:	TALL	FAT	RED	BIBBIT
THIRD:	TALL	THIN	BLUE	GRIBBIT
FOURTH:	TALL	FAT	RED	GRIBBIT

Choose 1 for TALL since that is the only attribute that is the same for all four moppets.

4. WHO COMES NEXT?



You will see four Moppets arranged in a pattern. There are three patterns possible:

A B A B A B

A B B A B B

A A B A A B

Decide which pattern you see and who come next.

The pattern above is A B A B A B.

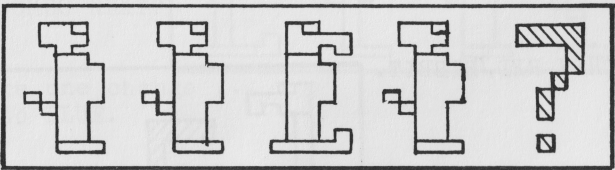
The figures are;

FIRST MOPPET:	TALL	FAT	RED	BIBBIT	(A)
SECOND MOPPET:	SHORT	THIN	BLUE	GRIBBIT	(B)
THIRD MOPPET:	TALL	FAT	RED	BIBBIT	(A)
FOURTH MOPPET:	SHORT	THIN	BLUE	GRIBBIT	(B)

Therefore the fifth moppet is a

TALL FAT RED BIBBIT. (A)

An example of pattern A A B A A B (two same, one different, two same, one different, etc) could be:

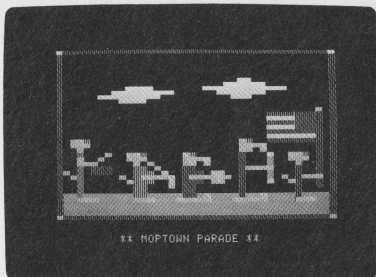


FIRST MOPPET:	SHORT	FAT	RED	GRIBBIT	(A)
SECOND MOPPET:	SHORT	FAT	RED	GRIBBIT	(A)
THIRD MOPPET:	SHORT	FAT	RED	BIBBIT	(B)
FOURTH MOPPET:	SHORT	FAT	RED	GRIBBIT	(A)

In this case the fifth moppet is a

SHORT FAT RED GRIBBIT (A).

5. MOPTOWN PARADE



There are five moppets in the parade. You will be shown one to start with, and you can choose the rest.

Each moppet in the parade is different from the preceeding moppet in one or more ways, depending on the game rule.

For example, if the game rule is '1' then each moppet must differ from the preceeding moppet by one trait.

If the moppet on the screen is a TALL, THIN, RED BIBBIT, the next moppet could be a TALL, FAT, RED BIBBIT.

At the start of each game you may change the game rule if you wish.

The rule may require neighbors in the parade to differ by one, two, three or four ways.

Note:

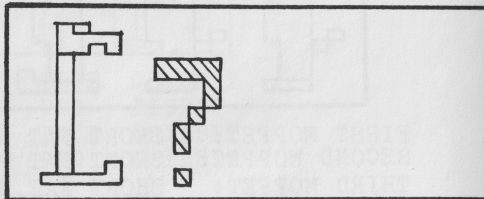
There are many different moppets that can go in the parade.

Moppets may appear more than once.

EXAMPLE: A 1 difference game.

You see ...

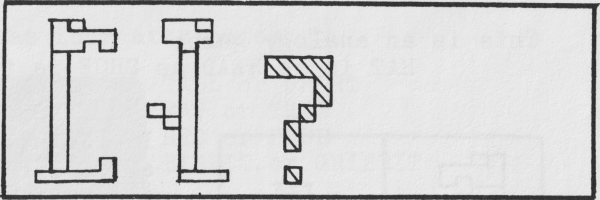
TALL THIN RED BIBBIT.



Computer asks ...
WHO COMES NEXT?

You make one change ...
BIBBIT to GRIBBIT.

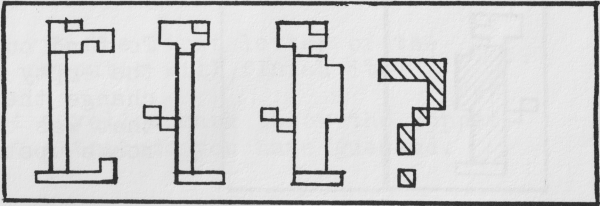
You see ...
TALL THIN RED GRIBBIT.



Computer asks ...
WHO COMES NEXT?

You make one change ...
THIN to FAT.

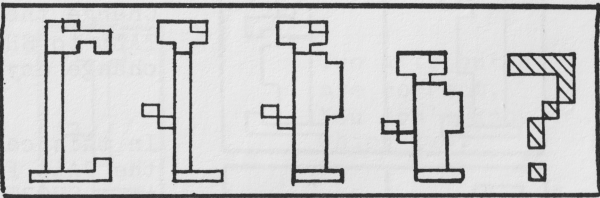
You see ...
TALL FAT RED GRIBBIT.



Computer asks ...
WHO COMES NEXT?

You make one change ...
TALL to SHORT.

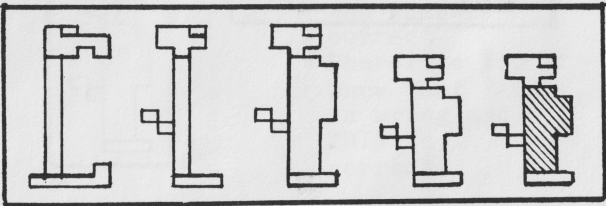
You see ...
SHORT FAT RED GRIBBIT.



Computer asks ...
WHO COMES NEXT?

You make one change ...
RED to BLUE.

You see ...
SHORT FAT BLUE GRIBBIT.

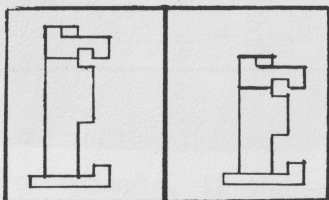


Then you see ...
the parade!

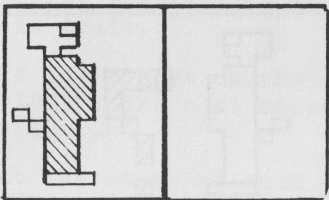
6. WHO'S NEXT DOOR?

This is an analogy game;

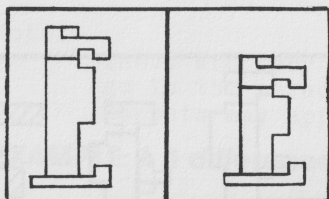
HAT is to HEAD as SHOE is to FOOT.



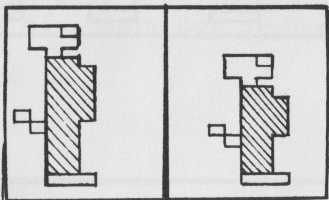
In the upper left room is a TALL, Fat, Red Bibbit. Alongside is a SHORT, Fat, Red Bibbit. Only the HEIGHT (Tall/Short) is different between these floormates.



To find out who lives in the empty room below, change the same trait that was changed in the rooms upstairs.



Change the Gribbit from TALL to SHORT. Don't change anything else.

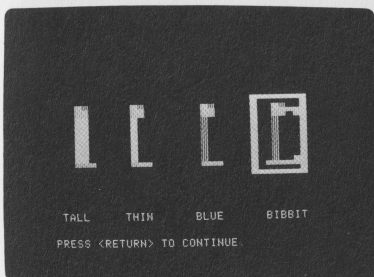


In this case you change the TALL Fat Blue Gribbit to a SHORT Fat Blue Gribbit.

You've found out who's next door!

7. SECRET PAL ... a 'GUESS MY ATTRIBUTES' game.

My secret pal has four attributes;



TALL or SHORT
FAT or THIN
RED or BLUE
BIBBIT or GRIBBIT

To find out who my secret pal is, guess whether it is tall or short, fat or thin, red or blue, bibbit or gribbit.

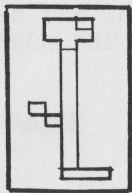
(You need only type the first letter of the attribute. The computer will finish it.)

Apple will print a yellow mark below the moppet for each correct attribute you have guessed.

Can you devise a strategy so you can guess the Secret Pal in at most 4 tries?

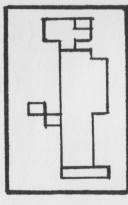
YOU TYPE	COMPUTER SHOWS	THAT MEANS
----------	----------------	------------

1. TTRG



Two attributes are correct. You don't know which two.

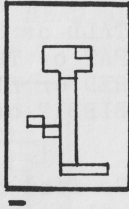
2. TFRG



Changing THIN to FAT reduces the number correct. Therefore you know that FAT is wrong and THIN is correct.

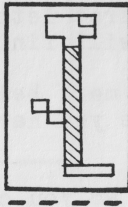
YOU TYPE**COMPUTER SHOWS****THAT MEANS**

3. STRG



Changing TALL to SHORT reduces the number correct. Therefore you know that TALL and THIN are correct and that the remaining two are incorrect.

4. TTBB



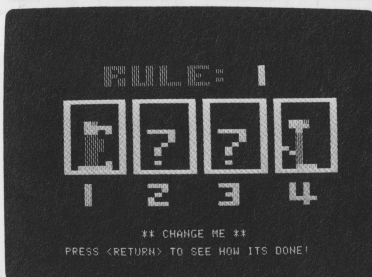
FLASH!!

That had to be right!

You will have 9 chances to guess the secret pal. If you don't guess it, Apple will show you who it is and ask if you want to play again.

8. CHANGE ME

This is like Moptown Parade (game 5) only now your choices are restricted by moppet #4.



Make moppet #1 into moppet #4 by changing one trait at a time (in a one rule game).

Traits are: TALL/SHORT, FAT/THIN, RED/BLUE, AND BIBBIT/GRIBBIT.

The moppet in position one is a SHORT, FAT, RED BIBBIT. The moppet in position 2 could be a SHORT, THIN, RED BIBBIT.

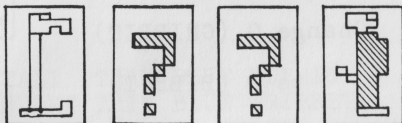
The next moppet must have one trait different from the moppets on either side.

A SHORT, THIN, BLUE BIBBIT will do it!

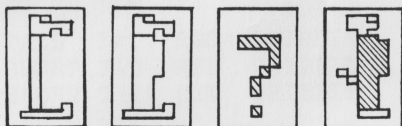
Sometimes you will see RULE: 2 at the top of the screen. That means you must change two traits each time.

In all games the THIRD MOPPET MUST BE DIFFERENT FROM THE FOURTH MOPPET.

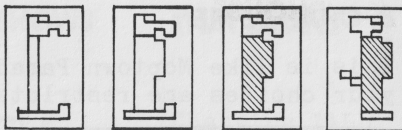
EXAMPLE: 1 RULE GAME



1. Change T (THIN)
to F (FAT)



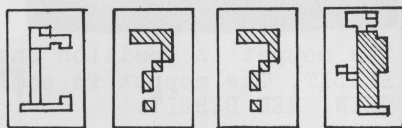
2. Change R (RED)
to B (BLUE)



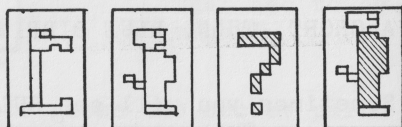
and YOU WIN!!

Each moppet now differs from the moppet on either side, in one way.

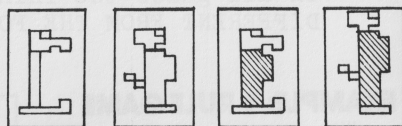
EXAMPLE: 2 RULE GAME



1. Change T (THIN)
to F (FAT), and
Change B (BIBBIT)
to G (GRIBBIT)



2. Change R (RED)
to B (BLUE), and
Change G (GRIBBIT)
to B (BIBBIT)



and YOU WIN!! EACH moppet now differs from the moppet on EITHER side in two ways.

9. CLUBHOUSE

(Notice that the moppets look different. This is the first of the high resolution graphics games.)



The Moptown clubhouse only lets moppets join that fit the rule.

The object of this game is to guess the membership rule.

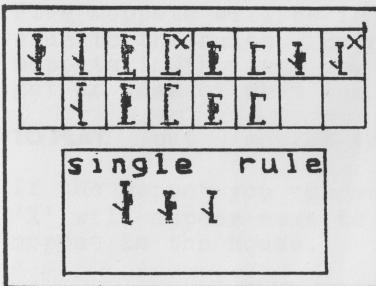
The rule could be a single trait rule (e.g., only TALL moppets) or a double trait rule (e.g., only TALL AND FAT moppets).

At the beginning of the game you will be able to choose whether to guess a single trait rule or a double trait rule.

TO PLAY, Choose a moppet and type the four letters (first letter of each trait) that describe it.

If that moppet fits the rule, it will appear in the clubhouse. If not, an 'X' will mark the moppet you chose.

In the game you see here, the player has guessed two wrong so far:



TALL THIN BLUE BIBBIT
SHORT THIN BLUE GRIBBIT

The player has guessed three right:

TALL FAT RED GRIBBIT
SHORT FAT RED GRIBBIT
SHORT THIN RED GRIBBIT

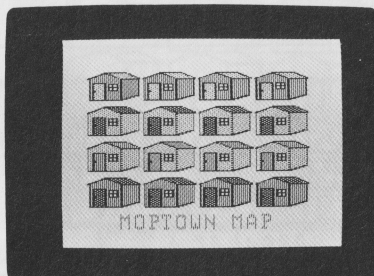
I guess the rule is RED. WHY?

All the moppets that fit the rule are RED GRIBBITS. From this information the rule could be RED or GRIBBIT.

However, I also see that the SHORT, THIN, BLUE GRIBBIT is an example of a GRIBBIT that does not fit the rule. (It is crossed out.) Therefore I know that RED is the rule.

When you think you know the rule, you may type 'R' (for guess rule). You will be shown a list of possible rules. Pick one and see if you are right!

10. MOPTOWN MAP

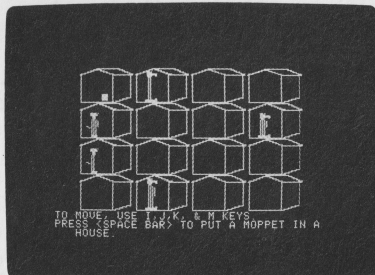


There is one house for each moppet in Moptown.

The object of the game is to put each moppet in the correct house according to the secret rules.

Each row and column has a secret rule describing two traits that all resident moppets must have.

For example, a rule could be 'all moppets in the second row must be TALL and RED'.

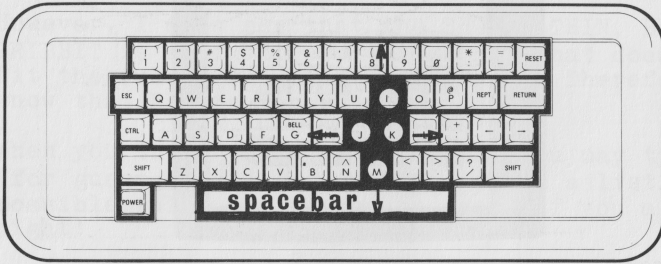


Five moppets will be in their homes to give you a clue to the rules. By noticing the traits that moppets in the same row (or column) share, you can get an idea of what the rules are.

TO PLAY, put a moppet in an empty house.

If the moppet you choose doesn't fit the rules, an 'X' will appear next to it and you can try another moppet in the house.

SPECIAL KEYS I, J, K and M are used to move the cursor to different houses.



"I" moves the cursor **UP**, one row at a time.
"J" moves the cursor **LEFT**, one column at a time.
"K" moves the cursor **RIGHT**, one column at a time.
"M" moves the cursor **DOWN**, one row at a time.

SPACEBAR is used when you are ready to put a moppet into a house. After you press SPACEBAR you can type the four letters that describe the moppet you think could live in the house containing the cursor.

TO CHANGE THE ORIGINAL SET-UP OF THE GAME:

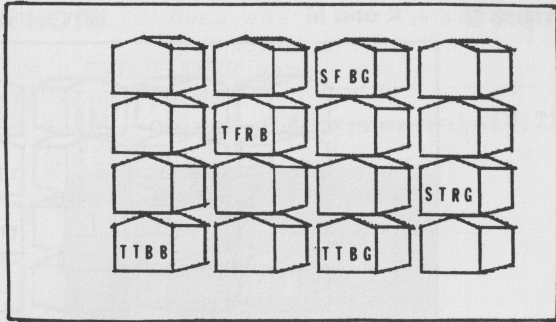
press <ESC>

Computer asks "do you want to quit? (Y or N)
Type "N"

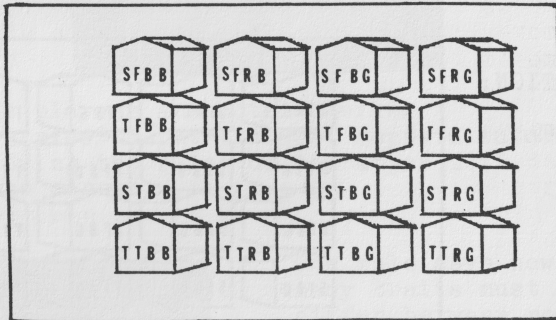
Computer prompts "N for new set-up,
C to continue same one"
Type N for new.

This can be done anytime in the game.

Example 1



Five moppets are placed as shown above.



This is a solution to the setup in the picture above. Notice:

ROW 1 moppets are SHORT and FAT.
ROW 2 moppets are TALL and FAT.
ROW 3 moppets are SHORT and THIN.
ROW 4 moppets are TALL and THIN.

COLUMN 1 moppets are BLUE BIBBITS.
COLUMN 2 moppets are RED BIBBITS.
COLUMN 3 moppets are BLUE GRIBBITS.
COLUMN 4 moppets are RED GRIBBITS.

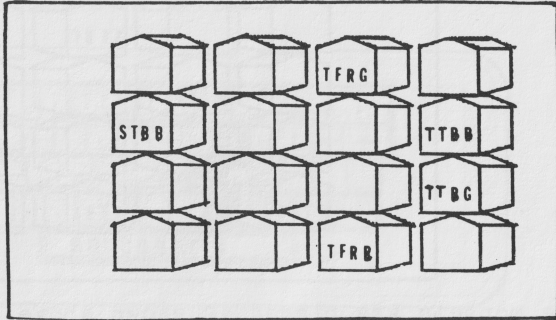
Another way to think of this:

All moppets in the top two rows are FAT.
All moppets in the bottom two rows are THIN.
All moppets in the left two columns are BIBBITS.
All moppets in the right two columns are GRIBBITS.

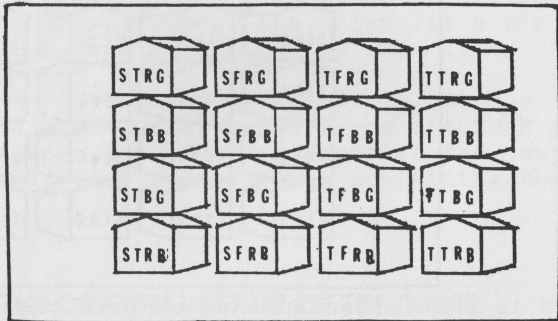
Identifying such overall patterns will improve your score.

Example 2

START UP:



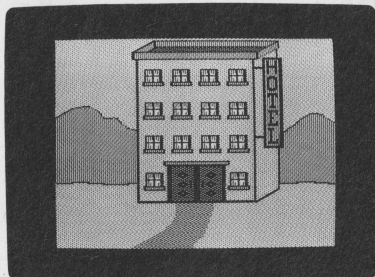
SOLUTION:



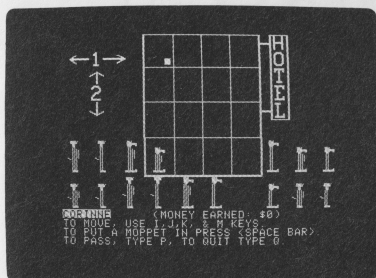
Notice here, the 1st two columns are SHORT,
the 2nd two columns are TALL,
the 1st and 4th columns are THIN,
the 2nd and 3rd columns are FAT,
the 1st and 4th rows are RED,
the 2nd and 3rd rows are BLUE,
the 1st and 3rd rows are GRIBBITS,
the 2nd and 4th rows are BIBBITS.

11. MOPTOWN HOTEL

- This is a TWO PLAYER game.
- Players score points.
- Choose a row, column difference rule.



In this game players are hotel clerks. Each player tries to put the most moppets into the hotel, following the rules on the upper left corner of the screen.



One rule says how many traits must differ between rooms on the same floor (i.e. rooms beside each other).

The other rule says how many traits must differ between floors (i.e. rooms above or below each other).

You may change one or both rules at the start of each game.

Each moppet placed must be NEXT TO or ABOVE or BELOW another moppet in the hotel. When the game starts, Apple puts a moppet in one of the rooms.

Move to different rooms by using the **I, J, K, and M** keys described in Moptown Map (see page 18).

When you are in position and ready to choose the moppet, **PRESS SPACEBAR first; then choose.**

Players earn money:

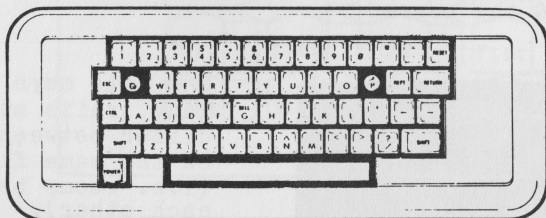
- \$10 to place a moppet in a room next to only one moppet.
- \$20 to place a moppet in a room next to two moppets.
- \$30 to place a moppet in a room next to three moppets.

Score extra points for cooperation!

If you cooperate and fill all the rooms there is a **BIG BONUS** for both players.

SPECIAL KEYS:

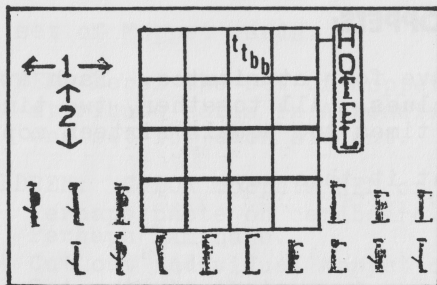
In addition to the I, J, K, and M keys and SPACEBAR mentioned above, the following keys may be used:



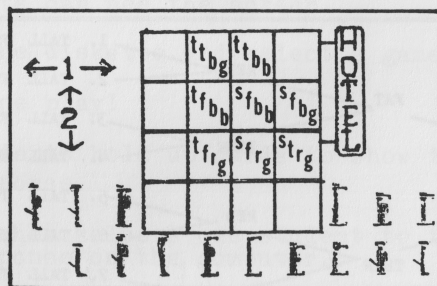
- P** Press **P** to **PASS** (skip your turn).
Play passes to the other player.
- Q** Press **Q** to **QUIT**. It is not always possible to fill all the rooms. When you have filled all that you can, pressing Q will allow you to quit and see your final score. Both players must be willing to quit, however.

REMEMBER to press **SPACEBAR** after you have selected a room, and before you have selected a moppet.

This game between Leslie and Corinne started like this:



This is how the game looks after 7 moves:

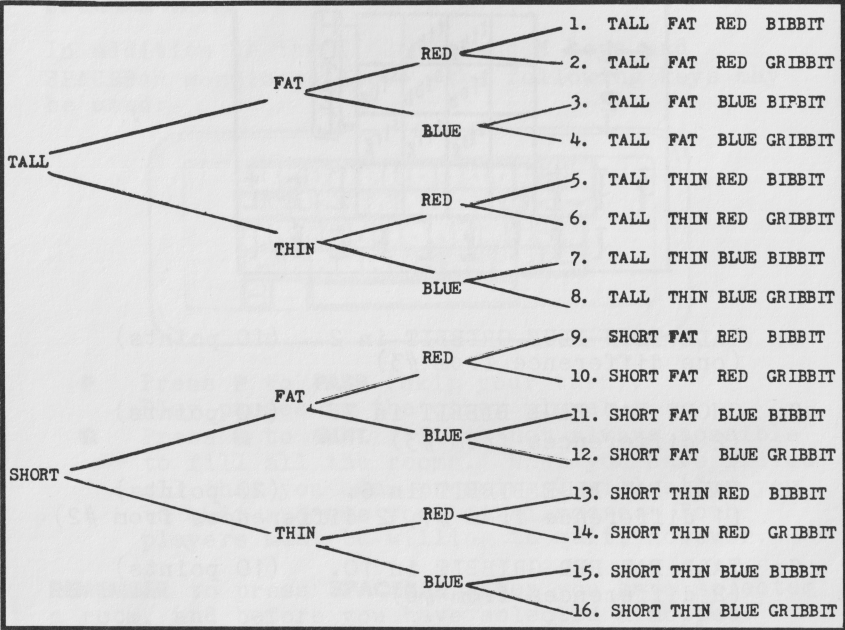


- L: TALL THIN BLUE GRIBBIT in 2. (10 points)
(one difference from #3)
- C: SHORT FAT BLUE BIBBIT in 7. (10 points)
(2 differences from #3)
- L: TALL FAT BLUE BIBBIT in 6. (20 points)
(1 difference from #7, 2 differences from #2)
- C: TALL FAT RED GRIBBIT in 10. (10 points)
(2 differences from #6)
- L: SHORT FAT BLUE GRIBBIT in 8. (10 points)
(1 difference from #7)
- C: SHORT THIN RED GRIBBIT in 12. (10 points)
- L: SHORT FAT RED GRIBBIT in 11. (30 points) ...
etc.

GAME SUPPLEMENT and CLASSROOM APPLICATIONS:
MORE ABOUT MOPPETS:

Moppets have four attributes. Each attribute has two values. All together, two times two times two equals sixteen moppets.

Think about it this way.



ONE COMPUTER! EVERYONE PLAYS!

- Make a set of Moppet cards.

TEACHER: Xerox the set of moppets and attribute cards in Appendix C; one set for each student.

CHILDREN: COLOR moppets RED or BLUE.
Perhaps paste on cardboard.
Perhaps laminate.
Cut out individual moppet cards.
Cut out attribute cards.

- Set up the computer and monitor so all students can see the screen.
- Load the diskette and select a game.
- Everyone play!

Students hold up cards to show their response.

Teacher selects one student to type the response on the computer.

(Note: In games 3, 5, 6, and 11 there are many possible correct answers.)

Consider the game WHO'S DIFFERENT?

For example 2 on page 5, each student holds up a picture of the moppet they think is most different.

Teacher selects a student holding up a SHORT, THIN, BLUE BIBBIT.
Student types '3' on the computer.

Then students hold up the card HEIGHT in response to the question, 'WHICH ATTRIBUTE IS DIFFERENT?'

WHO PLAYS?: SMALL GROUPS OR PAIRS OF STUDENTS

WHAT?: **MAKE YOUR OWN PARADE**

HOW?: Lay out moppet cards for all to see.

Choose a one or two difference rule game.

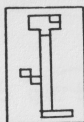
One student places moppet card.

Students take turns placing moppet cards that differ according to the appropriate rule.

EXAMPLE:

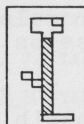
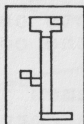
FIRST PLAYER PUTS

TTRG



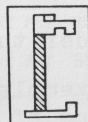
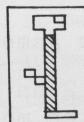
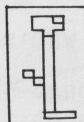
SECOND PLAYER PUTS

TTBG



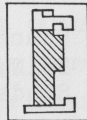
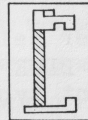
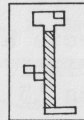
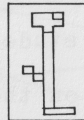
THIRD PLAYER PUTS

TTBB



FOURTH PLAYER PUTS

TFBB



etc.

PLAY WITH A DIE

Use die to change the difference rule as you play.

- FIRST PLAYER THROWS DIE.

If number 1 shows, player places moppet that differs in ONE WAY.

If numbers 2 or 5 show, player places moppet that differs in TWO WAYS.

If numbers 3 or 6 show, player places moppet that differs in FOUR WAYS.

If number 4 shows, player places moppet that differs in 4 ways.

- ODD or EVEN

If die throw is 1, 3, or 5 (odd numbers) rule is DIFFERENT IN 1 WAY (odd).

If die throw is 2, 4, or 6 (even numbers) rule is DIFFERENT IN 2 WAYS (even).

- VARIATIONS

The game can be played with one set of cards.

The game can be played with one set per player.

The game can be played with remaining cards showing or hidden.

MOPTOWN HOTEL GAME BOARD

Make a game board like the diagram in MOPTOWN HOTEL, page 21.

Pairs of students may play the game at their seats while two students play the game at the computer.

MORE ATTRIBUTE GAMES

A diskette of animated attribute games called Logic Arcade is available from ADVANCED LEARNING TECHNOLOGY (ALT). In these games, players solve logic puzzles using geometric shapes.

Activities range from simpler games that will appeal to the lowest elementary grades to games that will challenge an adult.

Contact ALT for further details.

APPENDIX A

LOGIC SKILLS

GAMES	SIMILAR/DIFFERENT	PATTERNS	PROBLEM SOLVING STRATEGIES	FORMULATE/TEST HYPOTHESES	ANALOGY
1. MAKE MY TWIN	X				
2. WHO'S DIFFERENT	X				
3. WHAT'S THE SAME	X				
4. WHO COMES NEXT?	X	X			
5. MOPTOWN PARADE	X				
6. WHO'S NEXT DOOR	X	X			X
7. SECRET PAL			X	X	
8. CHANGE ME	X				
9. CLUBHOUSE	X		X	X	
10. MOPTOWN MAP	X	X		X	
11. MOPTOWN HOTEL	X		X		

LANGUAGE SKILLS

The consistent use of the language sequence of three adjectives followed by a noun provides training in language skills. The adjectives are arranged in the correct linguistic pattern of height first, girth second, and color last. The consistent repetition of this sequence throughout the games will make this language use automatic.

APPENDIX B

It is possible to play the Moptown games without a color monitor or color television.

The low-resolution graphics games are easier to use in this respect than the high-resolution graphics games.

LOW-RESOLUTION GAMES (1-8):

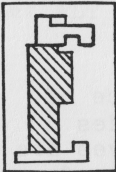
On a black and white monitor the colors red and blue can be distinguished as follows:

RED: Appears as dark gray

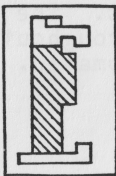
BLUE: Appears as light gray

HIGH-RESOLUTION GAMES (9-11)

The colors of the high-resolution figures may be determined by looking carefully at the point where the neck and the back of the body line up.



RED: There is an offset between the back of the body and the neck.



BLUE: The neck and the back of the body meet in a continuous line with no offset.

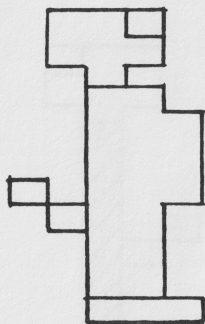
APPENDIX C

Xerox these cards for a game.

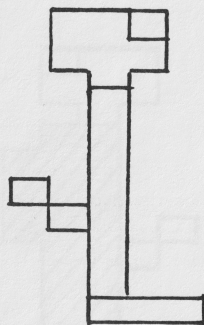
TALL/SHORT (HEIGHT)	FAT/THIN (GIRTH)	RED/BLUE (COLOR)
BIBBIT/GRIBBIT (TYPE)	TALL	SHORT

FAT	THIN	RED
BLUE	BIBBIT	GRIBBIT

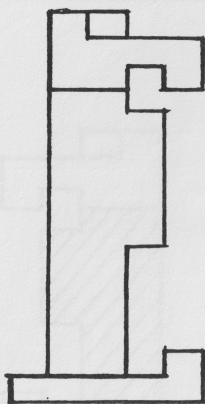
**RED
MOPPETS**



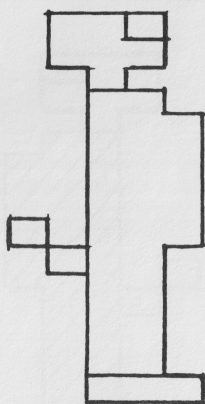
SFRG



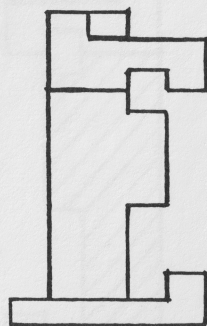
STRG



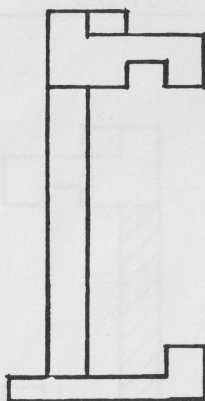
TFRB



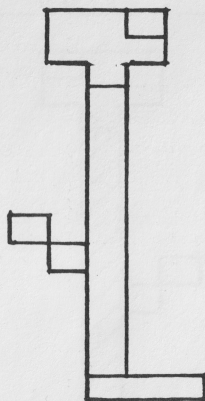
TFRG



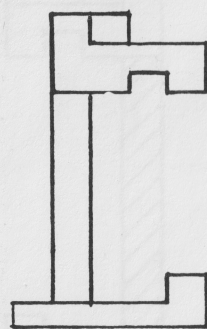
SFRB



TTRB

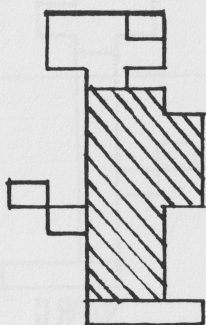


TTRG

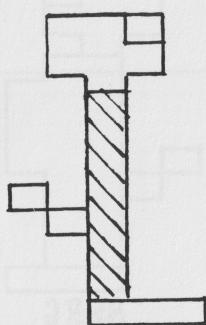


STRB

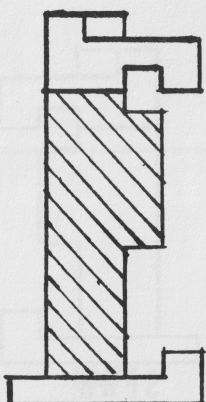
**BLUE
MOPPETS**



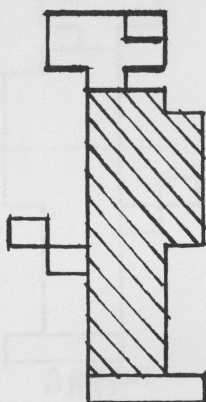
SFBC



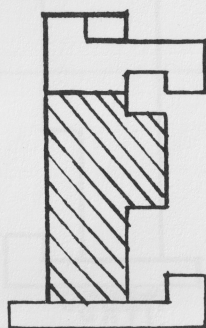
STBG



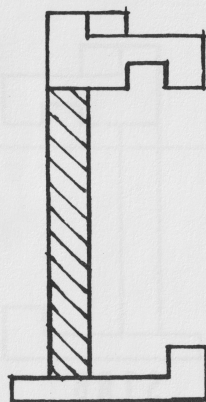
TFBB



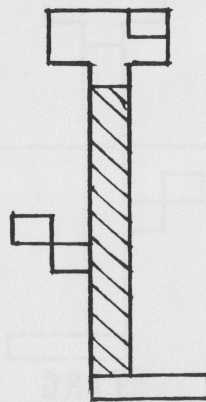
TFBC



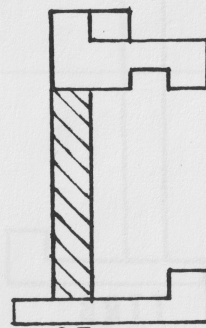
SFBB



TTBB



TTBC



STBB

BLUE
MOPPETS



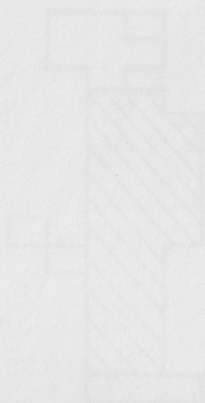
STB



STB



STB



STB



STB



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STB





MOPTOWN

C2E0011 MASTER

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680-0101-A

 apple computer inc.

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